

Fig 1

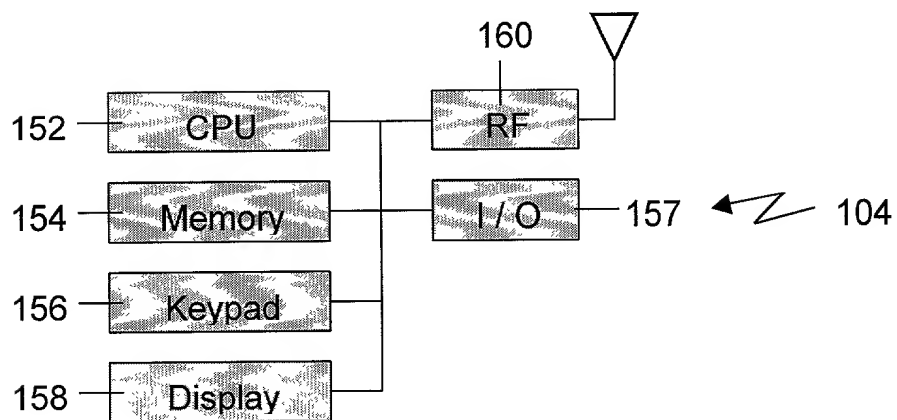
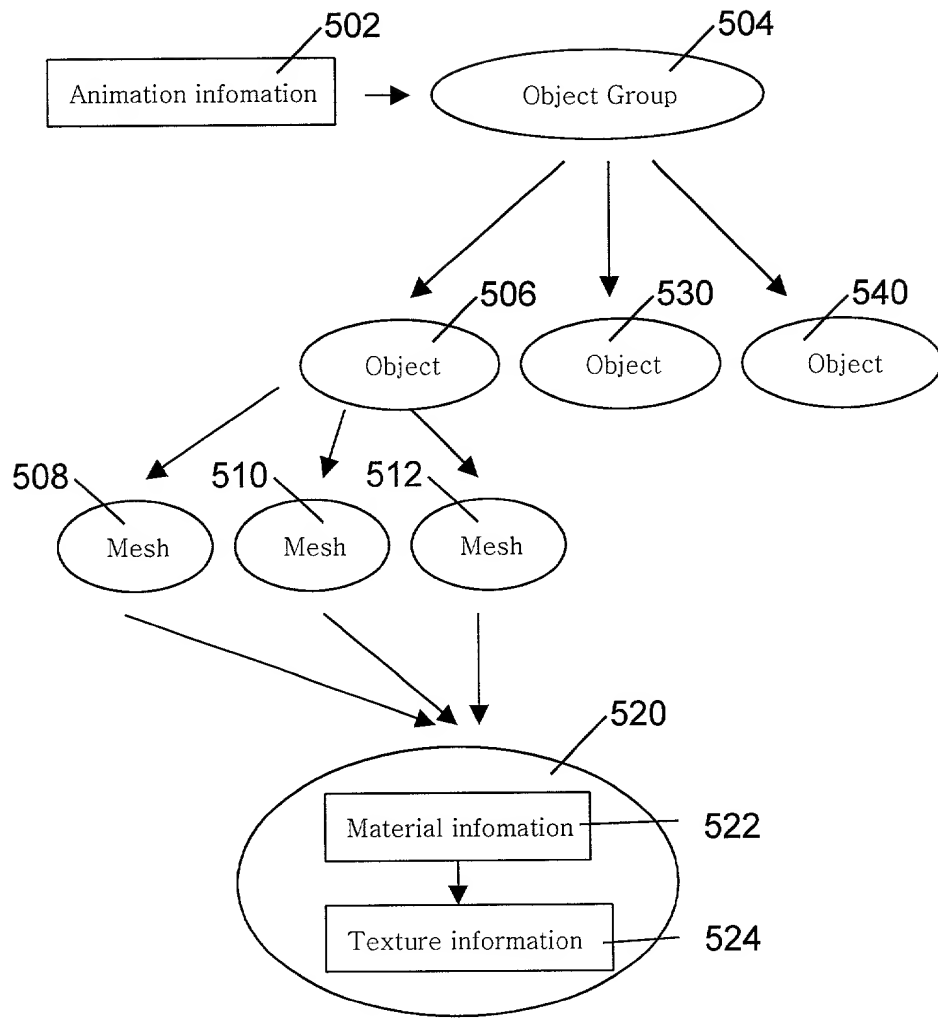


Fig 2

3d modeling data structure



Object Group : animation information

Object : x,y,z position

Mesh :

Vertex Info : x,y,z position

Polygon Info : Information on vertex that make up polygon

Vector Info : Normal vector info needed to calculate lighting

Texture Info : texture coordinate info

Material Info : material index info

Lighting Info :

Fig 5

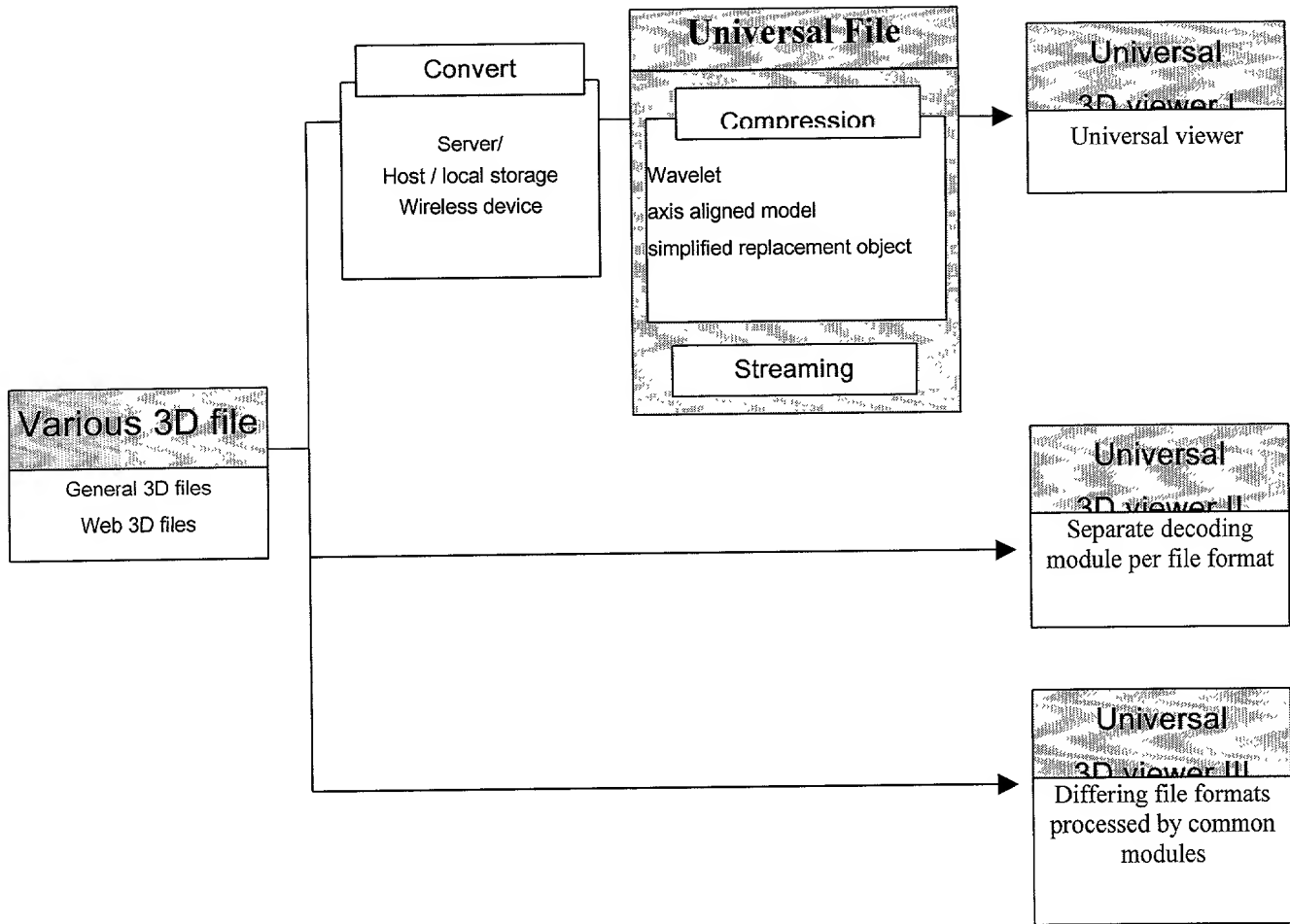


FIG. 7A

FIG. 7B

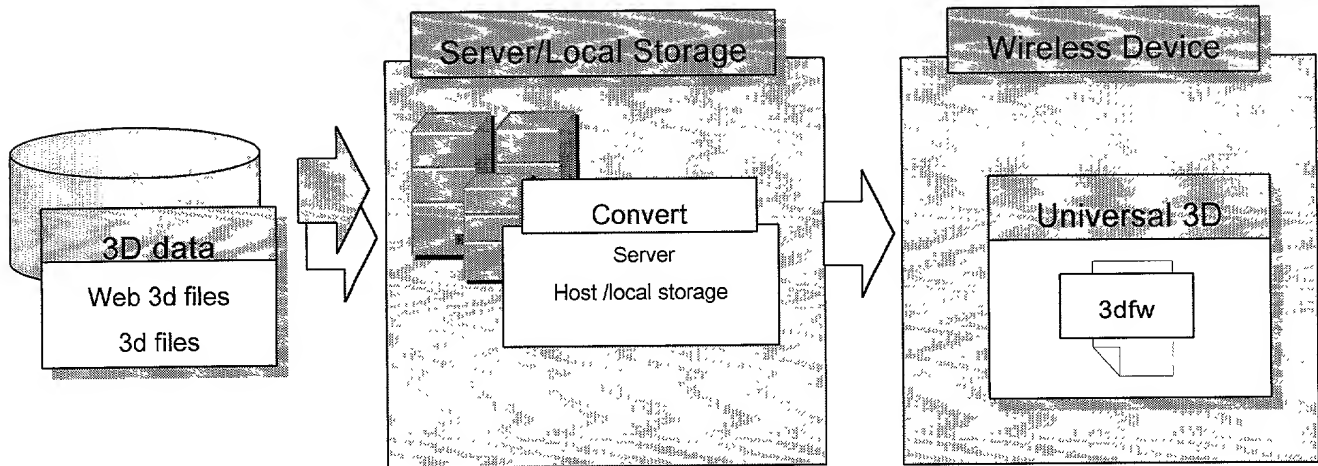


FIG. 7C

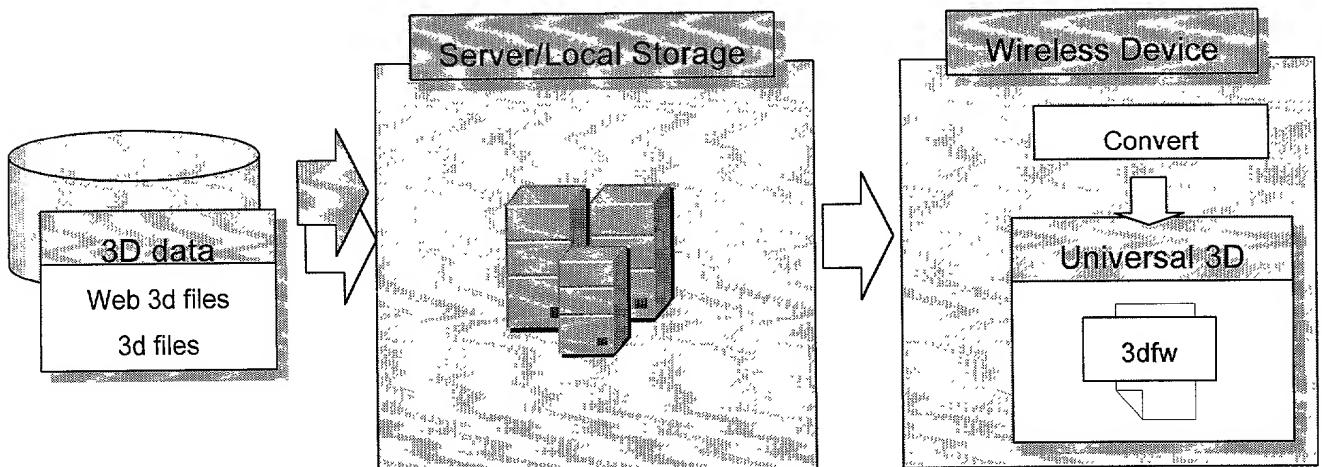
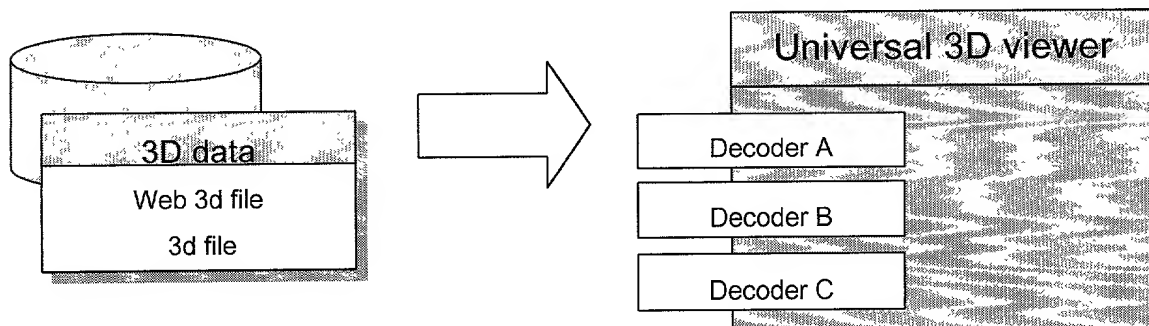


FIG. 7D



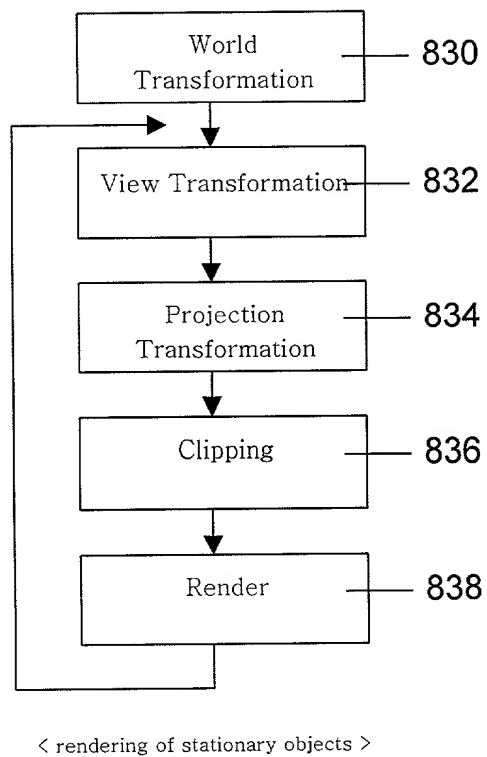


Fig 8